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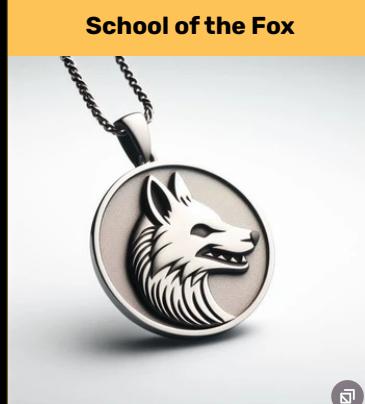
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School of the Fox

This fan-fiction article, **School of the Fox**, was written by [Witcher190](#) and [of Aedirn](#). Please do not edit this fiction without the writers' permission.

The **School of the Fox** is a witcher school founded by nine members of the [School of the Wolf](#) and the [School of the Cat](#) in the year 1010. The school was founded under the premise of a second chance for witches, in the 14th century this idea was taken further leading to unification and the reformation of many lost and surviving witches who saw the fall of their own schools.

School of the Fox



School of the Fox Medallion

General Information

Variation(s) Fox School

Nickname(s) Vulpines
Crebans (Nilfgaardian name)

Type Witcher School

Organization Information

Predecessor School of the Wolf
School of the Cat

Foundation Year 1010

Status Paralyzed until the 14th century

Political Information

Alignment Neutral (allied with Nilfgaard as spies during the reign of "The Usurper")

External Influence(s) Vicovarian government (during its founding)

Key Personnel

Velcal along with other eight witches from the School of the Wolf and the School of the Cat

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Leader(s) [Velcal](#) (1010-1280)

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School of the Fox



School of the Griffin



	Narce (1280 - 1300) Adalwulf of Aedirn (1300-1790)
Notable member(s)	Adalwulf of Aedirn Lars of Magne Narce Velcal Zebaak
Area of Activity	
Headquarters	Burov Mylne also known as Darn Mylne
Location	Most southern part of Vicovaro, Nilfgaardian empire
Area(s) served	Continent (As far north as the northern borders of Verden, Brokilon, Brugge, Lyria & Rivia (as per an agreement with the Gyrfalcon school to both ensure coverage for the Continent and to ensure overhunting doesn't occur again) to as far south as the southern borders of Winneburg, though it wasn't unheard of for a Fox witcher to receive a contract from even further away thanks to them developing 'Fox Holes' around The World)

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EXPERIENCE

Senior IT Product Manager Oct 2017 - Present Mountain View, CA
River Games is a multi-play game studio app-development firm that has successful titles such as Drink Something, Trivia Tonight and King's Fight.
- Accelerated outbound sales cycle by 30% by designing and implementing a sales enablement strategy for the sales team.
- Developed and curated strategic partnerships with 6 out of 10 top state manufacturing companies which resulted in \$20M additional annual revenue.
- Reduced deployment time for clients by 2 months.

Project Manager Oct 2012 - 2016 Los Angeles, CA
Tesla is an electric vehicle manufacturer that is revolutionizing the automobile industry.
- Lead a team of developers to build a proprietary CRM system for enterprise.

Achievements

Cost Saving Of \$100M Oct 2017 - Present Mountain View, CA
Through efficient project management and teamwork, my team saved the division at least \$100M in costs by streamlining the assembly department. The new assembly process was adopted by other departments to realize further savings.

Exceeded throughput target by 90% Oct 2017 - Present Mountain View, CA
Through efficient project management and teamwork, my team saved the division at least \$100M in costs by streamlining the assembly department. The new assembly process was adopted by other departments to realize further savings.

Business operation Oct 2012 - 2016 Los Angeles, CA
Developed and curated strategic partnerships with 6 out of 10 top state manufacturing companies which resulted in \$20M additional annual revenue.

MY TIME

History of the School of the Fox

Origins (1010)

The emergence of the School of the Fox unfolded when a resolute group of witches from the [School of the Wolf](#), under the leadership of [Velcal](#), rejected the expulsion of several 'failed' colleagues. Driven by the belief in second chances, the situation escalated as they defended their comrades against dissenting members, resulting in their collective expulsion by the grandmaster at the time, Deglan, who also opposed the idea of providing second chances, citing the inherent challenges of their profession.

A parallel narrative had transpired within the [School of the Cat](#), mirroring the School of the Wolf's plight. This set the stage for the serendipitous encounter of the two groups in the duchy of [Vicovaro](#), which was grappling with a myriad of monster problems back then, that series of monster plagues would later be named as the Ten Plagues of Vicovaro.

Unified by the shared ideals of affording second chances, the witches of the future School of the Fox collaborated to debunk the prevailing notion that these 'failed' individuals were inherently incapable. Their primary mission evolved into a systematic dismantling of this misconception through putting an end to the plagues. They confronted monsters such as [wyverns](#), [endregas](#), [dracolizards](#), [ghouls](#), [hounds of the Wild Hunt](#), [archespores](#) (which had been present since the civil war between the [Aen Nilfe](#)), [harpies](#), [werewolves](#), [giants](#), and even a cabal of [vampires](#) within the duchy. Little by little, they began to prove themselves right.

Through their resounding success, they not only dispelled the myth of failure but

also illuminated the untapped potential within these seemingly 'failed' individuals. This triumph laid the foundation for the establishment of the School of the Fox.

As a token of gratitude, the Vicovarian government awarded them the ancient elven fortress of [Burov Mylne](#), along with some funding. This fortress became the home for the starting School of the Fox, symbolizing a fresh start and a commitment to the ideals of second chances. It is said that they chose the symbol of the fox to represent the union of their collective efforts since it was the "fusion" of a wolf and a cat, and as well because it symbolized the cunning and adaptability they exhibited while facing the diverse challenges that were the plagues and would serve as a perfect reminder of the future challenges to come.

Early years (1010 - early 12th century) ♂

The early years of the School of the Fox were not the golden years; those would come under the long leadership of [Adalwulf of Aedirn](#). Nevertheless, these years were quite successful, playing a significant role in shaping the school's policies and establishing its reputation among other witcher schools. Originally, they were often dismissed and perceived as just another school with an attitude similar to the School of the Cat, both in its first and second iterations. This perception subjected them not only to the usual discrimination faced by mutants in the Northern Realms but also to discrimination from other witches of different schools. Many would close their fortress doors to them, fearing that these failed witches who had come together were simply cats under a different symbol.

During this period, the School of the Fox successfully negotiated an agreement with the Vicovarian government. According to the severity of the crimes committed, the foxes would pass judgment, and if the crimes were not too severe, individuals could serve their sentences by undertaking tasks for the School of the Fox. Initially, the duchy government was hesitant about this arrangement, but the School of the Fox eventually secured their approval. This allowed for the reintegration of several talented individuals who helped a lot the school, preventing them from facing execution.

Since the policy of second chances, went beyond welcoming exiled witches from other schools, similar to what the School of the Cat did (the notable difference was that the School of the Fox not only accepted them but also assisted in their redemption if they had committed crimes or faced issues with their mutations, among other challenges) This approach extended to various individuals, including mages, alchemists, and others. It was through this policy that the Foxes acquired the expertise needed to recreate the witcher mutations formula, and also aided those failed witches who had played a role in the school's establishment.

Originally, during the early years, the School of the Fox was governed by a council comprising the nine witches who had founded it. However, with the assistance provided by the integrated mages, the arduous task of fixing the failed witches resulted in many casualties. This, coupled with the loss of well-mutated members due to encounters with monsters and other challenges, left Velcal alone. Eventually, he assumed control of the school as its grandmaster.

At some point during these early years, the School of the Fox also adopted the policy of training women. Unlike other schools such as the [School of the Bear](#), which dismissed the idea of training women based on Arnaghad's sexist assumptions, or the [School of the Viper](#), which rejected it due to the associated costs, the Foxes did not hesitate to test the experimental formula of the Cats when it became known and spread. They believed it could be useful in some way. With their mages researched it to maybe find the necessary help to fix witches with failed mutations who occasionally arrived without the mortality rate being as high.

However, regarding the mutation of women, due to its low success rate compared to men, this was done very sporadically due to the associated costs. Only those

who, after rigorous training, demonstrated some potential for survival were considered. The only semi-confirmed case known is that of Reynard of Skellige (who was believed to be originally a boy, hence the name).

The situation, however, would change around 1358, and the Fox witchers became the first to embrace the advancements made by the Zerikanian mage [Nasira](#) in relation to witcher mutations for women.

It would also be in these early years of the school that the School of the Fox would build its reputation. Although it would never be as good as that of the [School of the Griffin](#) (mainly due to those exiled members incorporated into the school, from whom, from time to time, some "bad" ones emerged), it would be good enough to earn them their place among the rest of the witcher schools as a respectable institution. In fact, their reputation, it could be said, came to be on par with that of the School of the Wolf, perhaps, being a little behind. They achieved this through a relatively neutral policy in carrying out their duties, along with occasionally taking down bandit problems here and there as they went along, trying not to get involved in politics but at the same time making the world a better place, not just by killing monsters. This attracted the attention of members of other schools, surprised at how what everyone considered "failed witchers" had built a school worthy of being compared to the originals, and provoked some rapprochements, the most notable being the one between the then-future grandmaster of the School of the Griffin, Keldar, and the grandmaster of the School of the Fox, Velcal, who became good friends. As Keldar, in his own way, saw something of Erland's teachings in what the Fox witchers were doing.

Witcher Tournament (mid-12th century)

By the mid-12th century, the School of the Fox had already earned a commendable reputation as an institution for training and creating witchers. This reputation, combined with its shared origins with the School of the Wolf and the School of the Cat, led to their invitation to King [Radowit II](#)'s Witcher Tournament. The foxes agreed to participate, enticed by the rewards promised to the tournament winners. They also saw it as an opportunity to connect with other guild members and forge bonds, disregarding the fact that the Order of Witchers had ceased to exist for centuries.

The strategy proved successful, as the School of the Fox established stronger ties with at least one other school, the School of the Griffin, when the witchers from both schools met. They realized that, despite their differences in approach, their ultimate goals aligned. The camaraderie between them grew, reminiscent of the bond between the older members of the School of the Wolf and the School of the Cat in their heyday. This connection extended even to their younger members, unlike the tensions that arose among the younger members of the School of the Wolf and the School of the Cat, which eventually led to conflicts. The relationship between the School of the Fox and the School of the Griffin flourished without such concerns, eventually paving the way for future exchanges and collaboration.

This led to the tournament turning violent due to the plot devised by the king and his court to destroy the witchers, as he considered them a threat to his reign. The Cat Witchers, Viper Witchers, and Bear Witchers were manipulated to attack their fellow guild members, aiming to instigate self-destruction among the witchers. In the midst of this chaos, the Foxes and Griffins protected each other, managing to escape with minimal casualties. The only losses for the Foxes were Lars of Magne and Zebaak, who chose to aid the Wolves and the few remaining Manticores in escaping the perilous situation, killing figures like Arnaghad in the process. Their sacrifice allowed figures like a back then young [Remus](#), young [Eskel](#), and young Teirgh to continue on the Path for many more years.

Before the tournament turned violent, the Foxes had held a very favorable position, ranking third only behind the Wolves and the Griffins.

The Nightmare of a Summer Night (1257) ⚔

The decline and subsequent paralysis until its resurgence in the 14th century, as one of the most notorious witcher schools, began around the 1250s during the final years of the reign of the emperor later known in Nilfgaardian history books as [The Usurper](#). This occurred as he prepared for expansion both to the north and east, fueled by the conquest of Maelcht in that decade. Recognizing the potential of Witchers for an army, The Usurper decided to recruit them, starting with a visit to the School of the Fox, the closest school to Lower Alba in terms of distance.

Upon meeting them, The Usurper made a proposition: either join his army or be destroyed. The witches of the School of the Fox refused, but in return, they offered to serve as spies or assassins for a possible eastward expansion. The Usurper accepted this arrangement and marched towards the School of the Viper to try to convince them as well. This allowed the School of the Fox to maintain its stronghold and home, at least for a little while longer.

However, in 1257, things took a turn for the worse with the ascent of [Emhyr](#). Upon learning of the pact the Fox Witchers had made with The Usurper, fearing they might turn against him and be used as a force by his political enemies, Emhyr ordered the Darn Mylne fortress to be besieged, and the Fox Witchers exterminated. This event became known as The Nightmare of a Summer Night by the Vicovarians, where the majority of the school members perished, leaving only about fifty survivors of that tragic event.

Afterwards, the Fox Witchers faced challenging times, forced to disperse throughout the empire, much like the Viper Witchers. Fortunately, the Vicovarian government held them in high regard, and eventually, they were able to reoccupy the now dilapidated fortress. It was also rebuilt with the assistance of the duchy's government through a discreet diversion of funds to avoid problems with the Imperial government. By the 14th century, the fortress was not what it used to be, but it was in a better state than after the tragic event that almost wiped out the entire school.

The subsequent paralysis was due, as with other schools, to a loss of knowledge resulting from the attack. However, this loss was not as severe as in other cases, leaving the school in this state until Adalwulf's arrival.

Velcal dies (1280) ⚔

Approximately 23 years after the event that nearly destroyed the school, and after returning to a certain degree of relative normality, the Fox Witchers would receive another devastating piece of news. This would be the death of their grandmaster, Velcal, who would perish while accompanying another Fox Witcher, [Caldigi of Cidaris](#), to the wedding of someone [close to Caldigi](#). During the banquet, the wedding would turn into an assault on the venue, leading to the subsequent kidnapping of [one of the grooms](#) by a rogue mage accompanied by his golems. Velcal would lose his life at the hands of one of these golems.

After Velcal's death, his adopted son, Narce, would assume the title of grandmaster until the arrival of Adalwulf in the year 1300. Following this, Narce would remain by Adalwulf's side for a time as his second in command, only to eventually meet his demise while defending the elves during one of the last pogroms carried out against them in the 14th century.

Narce's leadership did not witness many notable advancements compared to Adalwulf, but at least, it facilitated a quicker execution of everything Adalwulf would later undertake.

Second Witcher Tournament (early 1290) ⚔

In the early 1290s, the [Second Witcher Tournament](#) took place, organized by the

[School of the Lynx](#). The purpose was twofold: to determine the number of remaining witchers and to demonstrate the transformation of the Cat School to survivors from various schools. This included active ones (producing very few members) like the Griffin, as well as semi-active or rebuilt ones like the Bear and Fox. The tournament occurred at [Kaer Morhen](#), the former stronghold of the extinct [School of the Wolf](#), used by the Lynxes during harsh winters before their complete relocation to the [Western Continent](#). The event also served as compensation to the other schools for the failed plot by King Radowit II to destroy witchers in the first tournament, offering a complete tournament instead.

Approximately 105 participants attended the tournament, including around 20 Griffins, 35 Lynxes, 20 Foxes, 20 Bears, and 10 individuals from completely destroyed schools, mainly Vipers. Non-witcher guests were invited to serve as impartial observers or authorities' representatives, to reinforce the notion that all witchers were an honorable guild.

The tournament prize was [Tomas Moreau](#)'s work, something a certain famous retired witcher no longer found useful but could benefit any witcher at Kaer Morhen. The competition comprised physical tests and later duels within an improvised arena. Groups of 20 from one school or different schools combined if their numbers were not enough would undertake a series of physical tests, and the group with the highest number of participants completing them would progress to the next round. This process continued until eight participants remained, competing against each other in the arena until a winner emerged.

The tournament lasted approximately two weeks, with [Cervin](#) of the [School of the Bear](#) emerging as the unexpected winner. Cervin then generously offered Moreau's work documents to [Putnam](#), a close friend of the future Fox grandmaster, Adalwulf. He did this as a gesture of goodwill, without asking for any compensation, recalling their past conflict in [Toussaint](#), and out of "friendship," recognizing Putnam's genuine interest. Putnam later gave a copy of Moreau's work to the mage [Jabolet](#), solidifying the path of new mutations for the future [School of the Crane](#) that he, along with [Jolanta Dinmarb](#), would establish. Once Adalwulf joined the School of the Fox, Putnam provided him with a copy for preservation and to fulfill Adalwulf's plans for the southern school's restoration to its former glory.

Adalwulf's leadership (1300 - 1790) ☷

"I've seen the future, and Witchers will be the one to maintain the balance. We were needed back when the villages didn't have roads connecting them, we are needed now and I promise you that we will be needed again and again. Our sacrifices are not in vain my brothers and sisters of the trade, I ask that you join me so that we may never be mistreated again."

—Adalwulf of Aedirn in his address to the other schools

At the beginning of the 14th century, the School of the Fox experienced one of its most pivotal transformations for the better, albeit initially unbeknownst to its remaining members. This occurred when they welcomed Adalwulf of Aedirn, a former witcher from the School of the Wolf, into their ranks. Accompanying Adalwulf were three mages named [Eishe](#), [Arrah](#), and Marvos, along with crucial information that the Fox Witchers had lost during the so-called Nightmare of a Summer Night. This information included the knowledge required to mutate future candidates, enabling the school to overcome its paralysis and resume its operations. This effort gained momentum, especially after 1358 when Fox Witchers were produced in greater numbers due to the demand after the Second Conjunction of Spheres.

Thanks to this unexpected gift, the then-grandmaster Narce eventually relinquished his position, placing his trust in Adalwulf to lead the school to its maximum splendor. Narce assumed the role of second-in-command, taking charge in Adalwulf's absence and managing other affairs until his

aforementioned demise in the same century.

Under Adalwulf's leadership, numerous changes, initiatives, and improvements were implemented, and some of the most significant include:

Adalwulf proposes a training initiative with the other Witcher schools (1301)

One year after his ascension as Grandmaster, seeking to strengthen the bonds between the reconstructed or surviving in some capacity [Witcher schools](#) after their respective downfalls, Adalwulf initiated the Witcher Training Initiative. He sent messengers to the [School of the Bear](#) and [Griffin](#), respectively, requesting the exchange of mentors to enhance the schools' curricula and produce stronger witchers for the future. The messenger was received fairly well at the Eagle School in Kaer Seren, as the witcheress [Birrex of Poviss](#) and the witcher [Jalast](#) responded positively and were sent as a representative for the training initiative. Eventually, Jalast would join the School of the Fox as his librarian.

However, the messenger who went to the Bear School in Haern Caduch was not as warmly received. Only with the backing of the Bear Witchers [Razan of Cintra](#) and his subordinates, [Sustor of Redania](#), and [Jag Laittatson](#), did the message gain some support from the school, with witchers like [Cervin](#) agreeing with the proposition. Eventually, the Bear School sent the master witcher Cormac as their representative for the training initiative. Razan, Sustor, and Jag would occasionally make trips to Burov Mylne to assist as well. Cormac decided to officially integrate into the school later that year.

Reconstruction and improvement of the School of Fox's Mutation Formula (1301 - 1358)

With the help of the mages he had brought with him, Adalwulf, in the second year of his tenure, decided to initiate the reconstruction of the mutation formula of the School of the Fox. This formula was derived from the mutation formula of the School of the Cat and had been partially lost during the attack on the school by Nilfgaardian forces. However, this process would take longer than expected because, during the reconstruction, with the support of Narce and the willingness of Eishe, Arrah, and Marvos to work on it, the decision was made not only to rebuild it but also to improve it.

The few witchers that were produced during this time (as they were produced at the same rate as the School of the Griffin) were mutated using the School of the Griffin formula, which was shared as part of the improvement in the relationship between schools. Subsequently, this formula served as the basis to complement the ongoing reconstruction and improvement, given its close similarity to the one once employed by the Order of Witchers. Also, at some point in this process, as already mentioned, one of the future [School of the Crane](#) founders, Putnam Pitch would give Adalwulf a copy of Tomas Moreau's work.

Adalwulf sends a research team to Kaer Nytk (1302)

Hearing of an abandoned Witcher keep in [Gemmera](#), Grandmaster Adalwulf and a few other Foxes made their way to the abandoned keep of Kaer Nytk, once the fortress of the [School of the Hawk](#). Not expecting to find much, they were surprised to discover that the school's library had been sealed. Breaking the seal, they took the surviving documents back to Vicovaro and the safety of Burov Mylne, where Jalast oversaw their restoration and preservation for future generations.

One of the documents listed the mutagenic formula for the school's Trial of the Grasses and their unique mutagen that produced Witchers slightly faster than others, aiding in the aforementioned reconstruction and improvement of the School of the Fox's Mutation Formula. Adalwulf did his best to locate any survivors of the school, but he didn't find any, as the few remaining were scattered after the fall of Kaer Nytk.

Betrayal of the School of the Rat (1304) ⚔

In 1304, the witches of the School of the Fox welcomed the surviving members of another school, who, like them, were a splinter faction of the School of the Cat, the [School of the Rat](#), into their fortress for the winter. However, fueled by desperation to find a home and reclaim a purpose to avoid extinction, the members of the School of the Rat made a fateful decision one night. They launched an attack on the various members of the School of the Fox, aiming to eliminate them and seize control of the fortress.

Fortunately, the witches of the School of the Fox were able to thwart the assault in time, albeit not without the unfortunate cost of losing a few of their own members. In the process of defending themselves, they unintentionally brought about the demise of the School of the Rat by defeating and killing all of its surviving members.

This tragic event left a profound impact on Adalwulf, who, after much reflection and contemplation, took decisive action the following year by creating the Witcher's Reformation Act, in part, to prevent such devastating incidents from occurring in the future.

Adalwulf creates the Witcher Reformation Act at Burov Mylne (1305) ⚔

"Too many of us have been lost to time or no longer have a home or cause. Let us give hope, purpose and home to our lost brothers and sisters, let us give a second chance as this school's founders intended."

—Adalwulf of Aedirn to the Master Council when issuing the Act

After considering the various schools that had become nearly extinct and the witches left without homes or companions, in honor of the school's founders' original goal and after the incident of the previous year, Fox School Grandmaster Adalwulf of Aedirn created and enacted the [Witcher's Reformation Act](#). He sent witches out into the distant lands beyond Vicolvaro, Nilfgaard, and even beyond the continent when the time came, to bring their foreign brothers into solidarity. He also bargained with the Nilfgaardian Empire to have them collect any Witcher 'criminals' and give them the option of willing reformation into the school. This led to witches from many different schools that had failed in the past being integrated into the School of the Fox.

The first to respond to the Reformation Act were two witches from the extinct and distant [School of the Rhino](#) in the [Far South](#). All of this unfolded when the Fox Witcher [Neicrubiel](#), passing through the port of Nilfgaard, encountered a merchant from [Tenoch](#). The merchant offered to join him as his bodyguard for the journey back, stating that he would need another witcher just in case, as the one who had accompanied him was recovering from injuries, and he did not want to further delay the return to his homeland. Intrigued, Neicrubiel ended up meeting Zanock from the School of the Rhino, who, after the fall of his school, had continued practicing his craft and served for many years as a bodyguard for this merchant, protecting him from different monsters and bandits.

With the help of the merchant, Mazamac, acting as a translator, the two witches would converse for a while. Neicrubiel explained the Witcher Reformation Act, convincing Zanock that he had an opportunity to start anew. If Zanock knew of more surviving witches from his school, Neicrubiel urged him to bring them to Nilfgaard and then journey to Vicolvaro. Convinced by the proposal, Zanock returned to Tenoch and recruited [Berhanu](#), who was retired at the time. Together, they marched towards Vicolvaro, where they would join the School of the Fox, bringing with them the surviving information they had recovered from their extinct school.

In Vicolvaro, they were properly mentored and trained by Neicrubiel. He refined

their Witcherly arts and helped them learn how to speak [Common](#), Nilfgaardian and [Elder Speech](#). Interestingly, the Tenochian merchant, Mazamac, who had initially acted as a translator, also temporarily joined the school as a translator, as a gesture of gratitude to Zanock for protecting him over the years. Mazamac continued his role as a translator until both witches became proficient in the other languages, after that, he returned to his merchant life. The work of Mazamac was also important in translating the information that the Rhino witches had brought with them.

At some point during this year, Eishe of Vicovaro bartered to secure an official budget from the Vicovaro Ducal Court for the school, rather than relying on a discreet diversion of funds as they had done in the past. This change came about as things became more calm with Emperor Voorhis' reign. Additionally, Eishe managed to obtain awarded commissions from both the local area and the entirety of the Nilfgaardian Empire, based on the school's exemplary work. Adalwulf and his school found it quite profitable to dismantle criminal hances and sell their belongings to the Armorer's Guild. Adalwulf would accumulate this money for a year, amassing a sizable fortune before making his next move.

During that year, Adalwulf, along with Master Witcher Cormac, traveled to the Bear School keep of Haern Caduch in the Amell Mountains and later to the Griffin School keep of Kaer Seren in the lands of Kovir and Poviss. Along the way, they encountered Gah'el of Kagen from the Griffin School, who, after recognizing Adalwulf from Putnam's tales (Putnam was unavailable at that time due to being stranded on literally the other side of the world during [Fabio Sachs'](#) last expedition), supported the idea of the document and joined them on their journey to Kaer Seren. The proposal was for the respective Grandmasters of the School of the Bear and the Griffin to sign the document themselves and assist the schools in negotiating with their affiliated lands for a similar deal, granting amnesty for Witcher crimes in exchange for reformation.

Adalwulf attempted to make the [School of the Lynx](#) to sign the document that year as well. However, due to the nomadic nature of the School of the Lynx, it took two years beyond the creation of the document to track down Grandmaster Lambert of the School of the Lynx and gain his support and signature.

On his part, Neicrubriel continued his task of seeking more witches who had survived the fall of their schools, albeit indirectly, while managing the Rhino Witches. He delegated this mission to Oca of Toussaint and Drivuk. Specifically, he instructed them to travel to [Ofir](#) and [Melukka](#), respectively.

As during their journey to Kaer Seren with Gah'el, Adalwulf and Cormac learned from the Griffin about the once existence of the [School of the Scorpion](#) in Ofir and the [School of the Spider](#) in Melukka, which Putnam had told Gah'el about during one of the winters at the keep. Upon their return to the Fox fortress, Adalwulf conveyed this information to Neicrubriel. However, their expedition proved fruitless as they encountered no witches, only ancient legends, and the occasional relic that would be of high value to any [vedyminaica](#).

Close to the winter of that same year, Bear School Witcher [Razan of Cintra](#), along with his adepts [Sustor](#) and [Jag](#), made the journey south to visit Burov Mylne, at the behest of his best friend Adalwulf of Aedirn. Razan served as a guest instructor, teaching the trainers and trainees in some of the Bear School techniques and equipment as part of an inter-school exchange program. He swapped stories with his old friend and regaled the youngsters and other witches with tales of his time down the Path.

Adalwulf of Aedirn makes moves to financially and legally secure Witchers' rights in the future (1306) ♂

"I've heard what happened to my younger foster brother the one called Geralt of Rivia in Kerack, Giacomo. I intend to make sure that never happens to one

of my brothers or sisters again. So let us make a mutually beneficial deal. I've already made the deal with Giancardi and Vivaldi so I'm sure you'll see the light in this deal as well."

—Adalwulf of Aedirn to Giacomo Cianfanelli

In 1306, Adalwulf of Aedirn invested a great deal of coin earned the following year through their budget and commissions in the dwarven banks of Giancardi, Cianfanelli, and Vivaldi, creating special protected accounts for witchers (of all schools that signed the Witcher Reformation Act). As soon as a witcher graduated, the funds could not be confiscated by officials or even royalty for any reason. In the case of a rogue witcher or school, an investigation would be conducted by an appointed group of neutral witchers, and a report would be given to the signers of the Reformation Act to vote on whether to exclude the witcher or school from future funding.

Adalwulf had heard of [Geralt of Rivia](#)'s trouble in Kerack and did not want the same thing to happen to any witcher again. One example of a witcher who benefited from this action on Adalwulf's part was his friend, Putnam Pitch, who, after returning from his expedition to literally the other side of the world and being missing for four years, and having his Zammorto bank account partially blocked by the type of contract he had, was able to use the specially protected account to return to his normal life.

Additionally, money was invested in other profitable pursuits through a businessman in Novigrad, who turned out to be a friend of Adalwulf's younger foster brother, Geralt of Rivia. After getting to know the witcher, the businessman revealed his true name as [Tellico Lunngrevink Letorte](#). These businesses yielded good profits both locally and across the sea. Adalwulf arranged for a small portion of dividends to be paid to the School of the Fox, while the rest of the profit was given to the businessman to improve and maintain the businesses. Adalwulf regularly sent witchers, and sometimes himself, to check on the businessman to ensure he was thriving and not being harassed.

The friendship with Tellico would also serve as a relatively direct means of contact with the distant [Zangvebar](#). Something that would be useful to the Fox Witchers the following year. As they had been intrigued by the reports of Oca and Drivuk of Ofir and Melukka, wondering if there would be witchers in that distant land as well.

Contact with the School of the Lion (1307)

In 1307, Adalwulf of Aedirn received word from one of his traveling witchers, specifically Urvis, who, after passing through Novigrad to visit Tellico and see how he was doing, had ended up meeting, while searching for him, one of Tellico's suppliers—a Zangvebarian merchant named Kamaria Bankole—and her bodyguard, a Lion Witcher known as Mosiya. What unfolded next became similar to what had happened to Neircubriel years earlier with another merchant from [beyond the seas](#), with the difference that Urvis accepted to accompany the merchant and her witcher bodyguard to their distant land, [Zangvebar](#). There, he would be escorted by Mosiya to the keep of Iyasu Fasil, home of the [School of the Lion](#), where the witchers warmly received their traveling Witcher brother.

After receiving the Witcher's report, Adalwulf arranged for a magical communication network between the two schools. He and his council entered into talks with the school's Grandmaster Fitawari about their school and the lands of the Far South, furthering the knowledge and camaraderie of both schools.

The School of the Viper is pardon through the Witcher's Reformation Act (1310)

In the year 1310, Adalwulf received word from an old acquaintance: Letho of Gulet, a [School of the Viper](#) witcher and former Kingslayer. Having heard rumors of the Reformation Act, Letho returned from Zerikania, hopeful that it could be

the means to restore his school. Together, the witches met with Emperor Calveit, who granted a pardon to the Viper School after negotiations between the Grandmaster and the Emperor.

Letho was appointed as the acting grandmaster of the school, with Baem as his second in command (although by the late 15th century, Baem would become the grandmaster). With financial support from the School of the Fox, Gorthur Gvaed was rebuilt over a period of ten years. Throughout this time, Fox Witchers also aided in cleansing the Viper keep from wraiths and other monsters. However, resuming their activity took longer, as they practically needed to start from scratch, similar to the School of the Fox after the attack. The solidarity among the few remaining Vipers (less than 10 at the time, 11 if we count a certain experiment done by Letho) and the support of the Fox Witchers made the process somewhat less time-consuming.

The School of the Fox donates large sums of money to improve the duchy of Vicovaro (1310s-1350s)

Between the 1310s and the 1350s, the court mage Eishe of Vicovaro facilitated an unprecedented collaboration between the School of the Fox and the government of Vicovaro. Substantial investments were made in various services throughout the duchy, including the construction of roads and aqueducts, fostering prosperity across the region. Leveraging the intelligence network of the Empire, the witches of the School of the Fox received commissions from time to time, to investigate and eliminate individuals involved in embezzlement, ensuring that corrupt politics found no haven within the duchy.

Under the directives of Adalwulf, the school began channeling funds to orphanages scattered around the duchy. Some witches even went beyond financial contributions, personally appearing at the orphanages to dispel the fears associated with their kind. This active involvement aimed to foster a new generation that would resist the lingering propaganda against witches from previous centuries.

Haak Invasion of the Northern Kingdoms (1350)

In 1350, during the Kilanti Invasion, commonly known as the Haaki or Haak Invasion in Nordling and Nilfgaardian lands, several Witchers from the School of the Fox, including Adalwulf of Aedirn, who had been knighted in various lands in the Northern Realms, joined the Northern Front against the invasion. Adalwulf of Aedirn emphasized to the military commanders that a knighted witcher's duty ended with the individual, allowing his knighted witches to participate only under the condition that the rest of the school be given the choice to join in matters of war or defense against invasion. This was partially fulfilled through the mage Anika Marsir, as Adalwulf was banned from participating in the debates due to his mutant status by the kings of the Northern Kingdoms. Anika intervened on Adalwulf's behalf, discreetly bringing Adalwulf's ideas to the table without the kings and queens knowing their origin, and by accompanying the emissary the Northern Front sent to negotiate a failed peace with the invader.

After successfully repelling the invasion, Adalwulf, his surviving knighted witches, and instructors journeyed back to Burov Mylne. There, their brothers and sisters celebrated their victories. Following witcher customs, they shared drinks, stories, and mourned the fallen during the invasion, such as Jalast who perished during the conflict.

Eishe has a vision of the future (1353)

In 1353, Eishe of Vicovaro experienced a vision laden with symbols and metaphors, predicting the imminent arrival of the Second Conjunction of the Spheres within five years. Recognizing the gravity of this revelation, Adalwulf of Aedirn wasted no time in disseminating this information to the remaining Witcher schools. With a sense of urgency, he also sought to convey the significance of the vision to the rulers of men, hoping to galvanize preparations for the impending

event.

However, the response to Adalwulf's warnings varied among the rulers. Some heeded his words with seriousness, recognizing the potential catastrophic consequences of such a phenomenon. Others, dismissing the prophecy as just a prophecy and consumed by more immediate concerns, scoffed at the notion, viewing it as mere superstition.

Tragically, as the predicted time frame elapsed and the Second Conjunction of the Spheres manifested, it became evident that the lack of unified action and preparation had left the realms vulnerable. The sudden emergence of old and new monsters, as well as the chaotic disturbances derived from the phenomenon, caught many off guard, resulting in widespread devastation and loss.

Second Conjunction of the Spheres (1358) ⚡

In 1358, the Second Conjunction of the Spheres occurred, resulting in the departure of most elves from the world. This exodus significantly impacted the School of the Fox, leaving it with fewer members and reducing its staff to around thirty individuals. Faced with this shift and the challenges posed by the influx of new information and monsters, the Fox mage Arrah took the initiative to delve into research on the Specter class.

The primary intention behind Arrah's endeavor was to compile the findings into a comprehensive book that could aid in dealing with these spirits. This dedicated effort eventually materialized into what would later be known as [The Book of Specters](#). The tome proved to be an invaluable resource for witches and scholars alike, offering insights and strategies for effectively confronting and combating spectral entities.

Following the Second Conjunction, the School of the Fox experienced a full resurgence, akin to other surviving or reconstructed Witcher schools. The demand for witches was high, and having already completed the reconstruction and improvement of the mutation formula, the Fox Witchers set about training new members en masse. These recruits became part of the New Generation, marking the first big Fox Witcher generation in a century after the near-destruction of the school.

Training of the New Generation (1358 - 1378) ⚡

In the year 1358, the long-awaited Second Conjunction finally occurred; hordes of new and known monsters returned, and the demand for witches surged. The School of the Fox, much like other surviving or reconstructed schools before the event, swiftly sprang into action. Despite a shortage of members, they diligently commenced their work. Simultaneously, the school initiated the recruitment of prospective adepts for training and mutation to address the heightened demand. The reconstruction and refinement of the mutation formula utilized by the school had been successfully concluded, leaving only the testing phase. Consequently, through various contracts undertaken by the active members of the school on The Path, these recruits would be enlisted and would become part of the fourteenth generation, commonly referred to as the new generation.

This group of adepts would be composed of approximately fifty individuals, of whom only ten would successfully graduate. This was due to a combination of higher-than-expected casualties during the mutation process, the terrorist attack that occurred in Vicovaro in 1360, and the inherent but usual difficulty of several of the trials.

The School of the Gyrfalcon signs off on the Witcher Reformation Act, the Book of the Spectres is published and the seeds for the School of the Crane are planted (1360) ⚡

In 1360, two years after the Second Conjunction, the School of the Fox received

word from the only new school created to deal with the consequences of the event—the [School of the Gyrfalcon](#). Its founder, the mage [Anika Marsir](#), expressed interest in reviewing and signing the Witcher Reformation Act, despite being a new school that was just starting.

Grandmaster Adalwulf, having fought side by side with Anika Marsir during the Haak Invasion, decided to personally make the journey. Accompanied by his sisters Eishe of Vicovaro and Arrah of Verden, they embarked on a journey to meet with the founder of the School of the Gyrfalcon in Gyrfalcon Keep, which was the old fortress of [Kaer Morhen](#) that had been reformed and renamed.

That same year, Arrah of Verden published The Book of Specters, which gained widespread recognition and acclaim. The tome, meticulously researched and compiled, was bought and distributed to other witcher schools and churches that ordered them through the School of the Fox.

Additionally, during that year, the seeds of what would be the first Witcher school founded on the [Western Continent](#) were planted. This occurred when Adalwulf became involved in the investigation of a terrorist attack in the capital of Vicovaro, along with his friend Putnam Pitch and eventually, the School of the Cat Witcheress, [Jolanta of Brunwich](#). Due to the investigation, Putnam was unable to return to Kaer Seren in time for the winter and stayed at Burov Mylne, serving as a substitute fencing instructor. It was during this time, after watching Putnam interact with other Foxes and the Foxes' adepts, that Adalwulf, during their long conversations and dice poker games that winter, convinced him that he had the makings of a Grandmaster and leader. This indirect encouragement eventually led to the founding of the School of the Crane twenty years later.

The School of the Crane signs off on the Witcher Reformation Act (1390)

In 1390, Adalwulf, along with more members of the School of the Fox, traveled to the island of Hawaiki in the [Silk Islands](#), part of the Nordling Colonies Confederation known as [Fabiola](#), to visit the school that his friend and his friend's wife had founded nine to ten years earlier, in order to have them sign the Witcher's Reformation Act. It's worth mentioning that Adalwulf and Putnam, after Putnam moved and started the School of the Crane, didn't lose contact, but it simply became more sporadic over time. Initially, it was through letters (which took three months to arrive), and later through letters and also through a megascope once amplifiers were installed in the fortress to establish a connection with the Old Continent. However, this too was somewhat sporadic for a simple reason: it depended heavily on the weather. When clouds from the Mad Sea extended beyond that region of the ocean, the connection became too unstable for proper communication.

As an interesting fact, it seemed that the two friends were quite in sync. Despite the distance, and even though Adalwulf had already planned the visit, it was Putnam who came first and encouraged him to come to [Kaer Darh](#) in one of the many letters that they usually wrote to each other. They had briefly discussed the act during their megascope meetings, and after much consideration, Putnam felt that it wasn't a bad idea for the Cranes to join. However, he wanted to discuss it in person and perhaps propose some reforms.

It was thanks to Adalwulf's act, among other factors, such as his admiration for figures like Geralt of Rivia and [Raven](#), to name two examples, that Putnam would be inspired to create what would be known as the Codex of the White-Haired, with the help of Jolanta, of course, who provided a necessary touch of pragmatism and realism to counterbalance Putnam's idealism reflected in the initial version. This codex would ultimately serve as a moral guide for the witchers in the Silk Islands and the Western Continent at first (once Putnam managed to get in touch with Lambert and convinced him, albeit reluctantly), aiming to prevent things like the corruption of the Cats in the past. It would later expand

and also be used by the witches of the Old Continent after being implemented in Adalwulf's act following his visit to the fortress along with his sisters and two more Fox companions.

Adalwulf received the letter warmly, agreeing to meet his friend in person. Together with Ukok, Natka, and the mages [Eishe of Vicovaro](#) and [Arrah of Verden](#), they embarked on a journey aboard a ship of The Company to the Silk Islands. Their visit lasted approximately two months, during which the two friends reconnected on a personal level. They engaged in lengthy, almost philosophical discussions about the document, interspersed with various activities such as observing the students' training, and fishing both together. Following Adalwulf's stay at Kaer Darh, Putnam's codex was integrated into the act. This act marked a significant step towards unity and moral clarity within the guild.

The School of the Bat signs off on the Witcher Reformation Act (1405)

In 1405, Adalwulf, accompanied by other members of the School of the Fox, once again traveled to Fabiola after the emergence of another school in that region of the Western Continent – the [School of the Bat](#). There, they met with its founder, Math, one of the adopted children and students of Putnam and Jolanta, who had decided to establish a new school in response to vampire-related issues in the colonies. The process was swift, as, unlike his father, Math, who had known Adalwulf since his days as a Crane witcher adept, did not engage in philosophical discussions or negotiations for improvements. He simply signed the document, and that was it.

Adalwulf of Aedirn retires as Grandmaster (1790)

Feeling an instinctual pull and having felt he achieved his goal of improving life for the witcher caste, Adalwulf announced to the Fox School's Master Council of his retirement from the grandmaster post, leaving the decision of the next grandmaster to the council, after which he is never seen by the Foxes again.

Characteristics



The characteristics of the witches of the [School of the Fox](#) are summarized in a very simple way: The perfect hybrid, between the characteristics of wolves and cats.

Morals

The School of the Fox went through some changes in morals through its history, it was originally founded strictly under the banner of giving second chances and redeeming the 'failures' cast out by the other schools. This would change in the 14th century when the former School of the Wolf witcher Adalwulf of Aedirn would be integrated and promoted into the Grandmaster position, this leader would head sweeping changes for the benefit of other witches even outside his school, due to these new programs witcher reforms and healing between the schools would start. The witches of the School of the Fox were rather kind and accepting of witches of other schools, many had friends on different continents and different schools themselves. Other witches were often put at ease at the sight of a fox medallion knowing that with few exceptions a Fox was an ally who would help. Many witches after seeing the treatment and spending time with the Foxes would willingly choose to integrate into the school, and even if that wasn't the case the Foxes home of Burov Myline would offer healing and respite to most witches, such as healing mental damages or debilitating wounds.

Ranking System

- **Witcher Grandmaster:** The School Grandmaster, was the leading member of the individual Witcher schools, as they emerged from the chivalric tradition of the early Order of Witches. The School Grandmaster oversaw the life in the keep, but didn't flinch from the duty of slaying monsters on

the Path either, the Grandmaster took the hardest contracts issued to the school. It was Grandmaster who decided what objective the guild would follow, apart from killing monsters.

- **Master Witchers:** The second highest position within a Witcher school, during times of great import to the school they would gather up as a council with the Grandmaster to plan the school's future. To be considered a true Master Witcher, long tenure in the trade (two centuries or more) or hunts of powerful monsters (Higher Vampires, True Dragons, etc) were necessary, in other words reliability and experience. In the event of an attack on their keep masters would serve as overall commanders giving orders and leading their fellow witchers. Masters had an enchantment on their medallions that allowed use of the Fox Hole Portal System, they would be called to act as intermediaries for disputes between schools and sometimes sentient monster or non-human communities.
- **Elite Witchers:** If master's served as commanders then the elites served as their captains, elites and above would handle the education of the next generation of witchers in one way or another, The School of the Fox usually would assign two adepts or lower ranks to an Elite Witcher to mentor them and to form defense squads in the event of an attack on the castle. Elites and upper ranks, were allowed an additional enchantment on their medallions that allowed use of the Fox Hole Portal System, this allowed for Elites to quickly transport themselves and their apprentices to different locales to maximize their learning. See Master Witcher entry for promotion requirements.
- **Adept Witchers:** During the winter months and combat situations would serve as lieutenants, they would follow the orders of their assigned Elite and protect non-witcher staff from harm in the event of an attack. Adept Witcher gain promotion to Elite status when their Elite mentors believes they are ready and issues a promotion request to the school council.
- **Witchers:** A fully graduated witcher usually lasts at this rank ten to twenty years before they are considered for a promotion to an Adept. This rank use to have the highest death rate as it is before experience is acquired leading to deaths from ill preparation, over-confidence and lack of information during investigations. With the implementation of the Mentor program, at the School of the Fox, graduate death numbers lowered by 85%. In the event of an emergency such as an attack, Adepts or above would issue orders to base level witchers.
- **Apprentices:** Not fully realized Witchers either in their first (Training) through fifth stage (Final ceremony) of their development. Upon completing their school's final ceremony, experiment or test they would be considered actual Witchers. Apprentices received the most hands on care. An apprenticeship would consist of ten years of training and molding. Apprentice Witchers were usually acquired by the Recruitment and Retrieval Squad, they would usually arrive during one of the meals probably lunch, where the new group of recruits would meet their predecessors. The School of the Fox Witchers had quickly warmed up to Adalwulf's style of greeting, happily greeting their comrades with a smile and a cold mug of beer. This sense of comradery would put the would-be apprentices at ease, they would then meet their trainers and told what would happen either go through the trials or join the servant staff.

Sword Fighting Style ⚔

The sword combat style of the witchers from the School of the Fox is known as Crevan A'baeth Glaeddyv, a hybrid technique that combines elements from the Addan Aenye, utilized by the now-extinct School of the Cat, and the combat style of the also extinct School of the Wolf, known as the Temerian Devil. This fusion results in a well-balanced fighting technique, incorporating the strong strikes of the Wolves' Temerian Devil with the light cuts of the Cats' Addan Aenye. Though effective, this style may encounter challenges in unpredictable terrains, such as on ships or in semi-aquatic environments like swamps and mangroves. In such scenarios, the An Danna Nan Vangves of the School of the Crane has

demonstrated superior effectiveness.

However, as witchers from other extinct schools joined the ranks of the Foxes, their unique techniques and knowledge were seamlessly integrated into the School's own. This infusion led to the inclusion of exotic and specialized techniques in the Foxes' swordplay repertoire.

Mutations ⚔

Initially witchers of the School of the Fox were treated by a mutagen that worked as a midway point between the Wolf and Cat mutagens allowing for a emotional range as well as resistance to magical charms while also giving the witchers an all-around ability boost. While reform subjects were treated to a voluntary genetic treatment intended for Witchers to even out any 'failings' found in their treatment, such as emotional range and disposition.

Improved Mutations ⚔

Over time, following the programs introduced by Adalwulf of Aedirn to reconstruct and improve the Fox's mutation formula, new witchers of the School of the Fox were treated with a special mutagenic mix. This blend resulted from adding mutagens from other schools, such as the School of the Hawk, School of the Rhino, and occasionally monster mutagens, as well as incorporating Adalwulf's own witcherized Source blood. These mutagens occasionally had the capability of bringing forth a singular unique ability in a witcher treated by them, varying based on the individual witcher, as each trainee was personally handled on an individual basis.

Some witchers created this way became more magically inclined, but the process had the effect of stabilizing the additional mutagens into a stable, complementary mixture. Older witchers also had the option of undergoing retreatment using the Moreau Method, a witcher improvement method initially discovered by Tomas Moreau as a byproduct of his research to cure his witcher son, the Griffin School Witcher Jerome Moreau. The method failed as a cure, only strengthening the mutations of the Witcher in Jerome, and was abandoned by Tomas. Later, it was rediscovered and utilized by Geralt of Rivia in 1275.

The process and research made its way into the hands of the School of the Fox, as already mentioned through one of Adalwulf's friends. Later on, the School of the Fox shared the data with the School of the Griffin for the sake of fostering and protecting the knowledge for the future of the witchers.

Equipment ⚔

Swords ⚔

The swords of the witchers of the School of the Fox combined the forging techniques used in the construction of the two predecessor's schools swords to create a superior new model for the Foxes. While wielding Vulpine swords were not required many Fox Witchers chose to get their rank's blade commission by the school's smiths as they were better than most blades of a non-magical nature they'd encounter while wandering the world.

Vulpine Steel Witcher Swords				
Picture	Name	Rank Requirement	Appearance	Characteristics
				This sword is made out of a unit of leather straps to wrap the hilt, three

	<p>Vulpine Steel Sword</p> <p>Witcher Rank</p>	<p>A simple sword design featuring a curved s-shaped quillon and a rather plain meteorite steel blade, a brown colored grip and a pommel featuring a medallion of a fox head's.</p>	<p>steel ingots to form the blade, for the enchantments; a unit of ruby dust, a vial of monster saliva, singular monster eye and a monster brain which increase the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, as well as increasing chances of causing bleeding on its target by way of deeper cuts and to make a witcher gain more knowledge and skill when used to fight humans and non-humans.</p>
	<p>Enhanced Vulpine Steel Sword</p> <p>Adept Rank</p>	<p>The sword's grip has been rewrapped with two units of leather straps, the center of the hilt is separated halfway down by a metal ring. A fuller now runs six inches from the base of</p>	<p>Using the base sword to build off of, this sword is rebuilt with two leather straps around the hilt, two steel ingots form the reforged blade, and the sword has been enchanted further using a unit of ruby dust, two monster claws, and a unit of powdered monster tissue to increase the wielder's magical sign intensity, increase the wielder's ability to gain adrenaline for advanced</p>

				the blade. The quillons are still s-shaped like the previous model.	witcher sword techniques like Rend and Whirl, as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when used to fight humans and non-humans.	
					Using the enhanced sword to build off of, this sword's blade is once again melted	

	Superior Vulpine Steel Sword	Elite Rank	<p>The sword features a rewrapped more blackened leather grip made of two units of leather scraps on the hilt with the addition of two metal rings, one near the pommel and one near the crossguard its grip rewrapped with a leather scraps. The quillons are the same shape as its previous incarnation. The blade now features a bloodgrove 4/5ths from the crossguard up as well as a flamberge-esque wavy blade.</p>	<p>and three more dark steel ingot are added to the metal then reforged into the blade which is further reinforced and enchanted with the addition of ruby, a monster tooth, a vial of monster feathers and a unit of monster blood to further increase the intensity of the the witcher's signs, increasing the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting human and non-humans. This sword has the unusual effect of landing more lucky hits.</p>	

Mastercrafted Vulpine Steel Sword	Master Rank	<p>The blade now features a pitch black grip with metal sections, in three parts (including a ring guard at the hilt). The blade has a slight less wavy flamberge-esque section like the previous model near the hilt and a fuller which features runes 7/8ths of the way up the sword. The s-shaped quillons are now more twisted in pattern.</p>	<p>wrapped with two units of leather scraps, for the enchantments the use of a flawless ruby, a monster egg, a monster bone, and a siren's vocal chords enchant the blade to slightly increase the intensity of the the witcher's signs, an increase in the wielder's ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting human and non-humans.</p>		

Vulpine Silver Witcher Swords						
Picture	Name	Rank Requirement	Appearance	Characteristics		
				This sword is made out of two units of leather		

	Vulpine Silver Sword	Witcher Rank		<p>straps, three silver ingots, a unit of Fifth Essence, a unit of ruby dust, and a singular monster eye are a monster brain.</p> <p>A simple sword design featuring a v-shaped quillon and a rather plain silver-meteorite steel composite blade, a brown colored grip and an intricate pommel featuring a singular fox head.</p>	<p>it was enchanted to slightly increase the intensity of the the witcher signs while giving a specific increase in the intensity of Air based magical signs, increasing the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, as well as increasing chances of causing bleeding on its target by way of deeper cuts and to make a witcher gain more knowledge and skill when used to fight monsters.</p>

		Enhanced Vulpine Silver Sword	Adept Rank	<p>hilt is separated halfway down by a metal ring. A fuller now runs six inches from the base of the blade. The quillons are now a more pronounced lightning like shape.</p>	<p>further increases the intensity of the the witcher signs especially the Aard sign, increases the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when used to fight monsters.</p>	
					Using the enhanced sword to build off of, this swords blade is once again melted	

	Superior Vulpine Silver Sword	Elite Rank	<p>The sword is similar in appear to its enhanced form but features a rewrapped more blackened leather grip made of two units of leather scraps on the hilt with the addition of two metal rings, one near the pommel and one near the crossguard its grip rewrapped with a leather scraps. The quillons are the same shape as its previous incarnation. The blade now features a bloodgrove 4/5ths from the crossguard up as well as a widened blade near the base of the blade.</p>	<p>and an dimertium ingo is added to the metal then reforged into the blade which is further reinforced and enchanted with the addition of ruby, a monster heart, a vial of monster blood and a unit of powdered monster tissue to further increase the intensity of the the witcher's signs especially the Aard sign, increases the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting monsters. This sword is especially good at dismemberment and has the unusual effect of landing more lucky hits.</p>	

Mastercrafted Vulpine Silver Sword	Master Rank			<p>The blade now features a pitch black grip with metal sections, in three parts (including a ring guard at the hilt). The blade has a double spiked out section near the hilt and a fuller white features runes 7/8ths of the way up the sword. The quillons are now more circular.</p>	<p>single unit of cured leather and a single unit of leather scraps, for the enchantments the use of a flawless ruby, a unit of powder monster tissue a single monster feather and a monster heart to enchant the blade to slightly increase the intensity of the the witcher's signs especially the Aard sign, an increase in the wielder's ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting monsters. This sword is especially good at dismemberment and has the unusual effect of landing more lucky hits.</p>	

Grandmaster Vulpine Silver Sword	Grandmaster Rank	<p>The blade now features a single straight blade with a fuller that ran 2/5ths up the blade. The blade is etched with runes of power 5/6ths up the blade. The sword now features a quillons with a lightning bolt pattern by squared off at the ends. The pommel features a four-way fox head design similar to the Wolven Grandmaster Silver Sword's design.</p> <p>Grandmaster silver swords for both the school of the Wolf and the Cat. This sword has been reinforced with the addition of incredibly two rare and expensive enriched dimeritium ingots to the metal, for the enchantments ruby, a sapphire, a monster tooth and a unit of powdered monster essence are used to enchant it to slightly increase the intensity of the the witcher's signs, increasing the wielder ability to gain adrenaline for advanced witcher sword techniques like Rend and Whirl, more easily cause critical hits as well as increasing chances of causing bleeding on its target and to make a witcher gain more knowledge and skill when fighting monsters. This sword is especially good at dismemberment and has the unusual effect of landing more lucky hits.</p>			

Armor ⚔

Combining elements of both predecessor schools' gear, a new medium weight armor was created; it featured splinted metal on the gauntlets and greaves to give Witchers the ability to parry blades with their shins and forearms, and the knuckles of the gauntlet were lined with padding and had a spiked metal plate over the knuckles allowing for stronger punches. The armor kept the spaulders and gorget of the wolf armor, with the cuirass part from the Cat armor worn under the jacket from the Wolf's segmented jacket. While wearing Vulpine gear was not required many Fox Witchers chose to get their rank's gear commissioned by the school's smiths as they were better than most armor and clothing of a non-magical nature they'd encounter while wandering the world.

The Witcher level Vulpine gear features:

Picture	Coverage	Description
	Torso	A white cotton short sleeve shirt with rolled up sleeves with a leather cuirass over it which is covered by a red linen jacket, a leather spaulder covered by a three-way leather baldric to carry a sword over their dominant shoulder and a single belt around their hips with a pouch to carry their potions in.
	Arms	Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to leather bracers with splinted studded metal pieces tightened with a two leather belts.
	Legs	The gear features a pair of linen trousers with a strip of leather that runs down the the outside thigh. Leather kneecaps protect the Witcher's knees are connected to leather boots which feature many belts complete the outfit. Fox Witchers will keep a hunting knife tucked into their boots as a hidden weapon.

The Adept level gear features:

Picture	Coverage	Description
	Torso	A blue linen long sleeve high-necked shirt with a leather cuirass over it a set of newly added studs which is covered by a red linen jacket, a darker leather spaulder that the initial gear covered by a three-way leather baldric to carry a sword over their dominant shoulder and a double set of belts around their hips with pouches to carry their potions in.
	Arms	Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to a leather bracer with splinted studded metal pieces tightened with a two leather belts.
		The gear features a pair of linen trousers with a

	Legs	strip of leather that runs down the the outside thigh. Leather kneecaps protect the Witcher's knees are connected to leather boots which feature many belts complete the outfit. Fox witchers will keep a hunting knife tucked into their boots as a hidden weapon.	
The Elite level gear features:			
Picture	Coverage	Description	
	Torso	A blue linen long sleeve high-necked shirt with chainmail sleeves with a leather cuirass with new studs that now cover the whole cuirass that is covered by a two colored striped red linen jacket with belts around the bicep. A lighter leather spaulder connected to a three-way leather baldric to carry a sword over their dominant shoulder and a single plated belt draped around their hips with pouches to carry their potions in.	
	Arms	Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to a leather bracer with splinted studded metal pieces tightened with a two leather belts.	
	Legs	The gear features a pair of linen trousers with a strip of leather that runs down the the outside thigh. Leather kneecaps covered by a steel piece protect the Witcher's knees are connected to leather boots which feature many belts complete the outfit. A single strip of metal is strapped around the front of the boot. Fox witchers will keep a hunting knife tucked into their boots as a hidden weapon.	
The Master level gear features:			
Picture	Coverage	Description	
	Torso	A blue linen long sleeve high-necked shirt with full chainmail sleeves covered by a linen sleeve with a leather cuirass with two new tassets that is covered by a chainmail covered red linen jacket with belts around the bicep. A lighter leather plate covered spaulder connected to a three-way leather baldric to carry a sword over their dominant shoulder and a double set of plated belts draped around their hips with pouches to carry their potions in.	
	Arms	Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to a leather bracer with splinted studded metal pieces tightened with a two leather belts.	
		The gear features a pair of linen trousers with a	

	Legs	strip of leather that runs down the the outside thigh. Leather kneecaps covered by a steel piece protect the Witcher's knees are connected to leather boots which feature many belts complete the outfit. A single strip of metal is strapped around the front of the boot. Fox witches will keep a hunting knife tucked into their boots as a hidden weapon.	
The Grandmaster level gear features:			
Picture	Coverage	Description	
	Torso	A blue linen long sleeve high-necked shirt with full chainmail sleeves covered by a linen sleeve with a leather cuirass with two new tassets that is covered by a chainmail covered red linen jacket with belts around the bicep. A lighter leather plate covered spaulder connected to a three-way leather baldric to carry a sword over their dominant shoulder and a double set of plated belts draped around their hips with pouches to carry their potions in.	
	Arms	Their gloves are fingerless except for the thumb, index and middle finger, the knuckle section is padded with hard leather which leads into a leather backed studded section that connects to a leather bracer with splinted studded metal pieces tightened with a two leather belts.	
	Legs	The gear features a pair of linen trousers with a thick strip of leather that runs down the the outside thigh. Leather kneecaps covered by a steel piece protect the Witcher's knees are connected to leather boots which feature many belts complete the outfit. A single strip of metal is strapped around the front of the boot and another on the back on the boots. Fox Witchers will keep a hunting knife tucked into their boots as a hidden weapon.	

Bombs ⚔

Like all witches, they use bombs to kill certain monsters, further developments in bomb technology were brought to them from Zerrikainian alchemists, so they got ahold of bombs never used by witches before, improving their monster hunting capabilities.

Crossbow ⚔

Taking the Feline witches crossbow design and combining it with research and diagrams found in the School of the Hawks' abandoned keep of [Kaer Nytk](#), the Foxes' developed the Foxes' Sniping Crossbow which combined projectile weaponry with sign usage to maximize its distance and power by channeling an Aard, Igni or Aagni blast through the crossbow along with the bolt to control the distance and slinging it further than before. This combine with the Falcon Eyes potion made Fox witches very effective nocturnal snipers.

Signs ⚔

The Foxes use all the signs known to the rest of the witches, but they also brought about a resurgence of the Aagni sign, a rarely used combination of the Aard and Igni signs into one sign. When witcher notes were brought down in the

14th century the school started incorporating the signs created by the Griffin School into their curriculum.

Potions ⚔

The import of knowledge from the alchemists of Zerrikania, as well as recipes from Kovir and Poviss through the School of the Griffin, afforded the witches of the School of the Fox the ability to explore areas not traversable by their predecessors. This enabled them to adapt to new climates and conditions, utilizing potions such as [Arlliwiau](#), [Derw](#), and [Twymder](#).

Under Adalwulf's leadership, the School of the Fox incorporated potions from the extinct School of the Hawk into their repertoire. These included Cyflymder, Ymrthedd, Hebfliño, and Falcon Eyes.

Customs ⚔

Funerary Rites ⚔

See [link](#) under School of the Fox.

Financial Situation ⚔

Beginning with Grandmaster Adalwulf's financial initiatives in 1306, the School of the Fox gradually evolved into a completely independent, self-governing, and self-sustaining institution. The rules for the division of earnings from monster hunts were meticulously designed to ensure that all its witches could sustain themselves year-round on "[The Path](#)" if they so desired. Additionally, they could stay to work or train at Burov Mylne, ensuring a healthy, stable, and thriving school to return to at the end of each year.

The School of the Fox collaborates with the Vicovarian government, but it does not depend on or require the approval of any kingdom or nation, including Vicovaro or the Nilfgaardian Empire. Instead, it exists in a mutually beneficial symbiosis with the host country and the Empire. Farms, smithies, and other essential facilities were acquired over the years to ensure that Burov Mylne remains a neutral and free entity.

At the height of the third age of witches, Burov Mylne expanded into a castle town where multiple races lived in peace alongside the witches.

Trials ⚔

Similar to other witcher schools, the School of the Fox conducts distinct trials for its members during the training period, sharing many with the schools from which its original members came, specifically the extinct School of the Cat and School of the Wolf. However, in the 14th century, with the incorporation of survivors from other extinct schools like the School of the Hawk, [Raven](#), and [Leshen](#), trials from these schools were eventually integrated. Below are those that exhibit certain differences from the trials of other reconstructed or surviving schools.

The Choice ⚔

Approximately six months into their training, apprentices undergo The Choice. This trial involves the voluntary decision to follow a special diet consisting of mushrooms, mosses, and herbs, accompanied by more grueling physical training. In the past, many apprentices did not survive this step, succumbing to liver or heart failure, and sometimes madness, while others were left with excessively aggressive tendencies. However, with the implementation of methods developed by school mages [Eishe of Vicovaro](#), [Arrah of Verden](#), and Marvos of Verden, this trial is now much more stable, with far fewer negative side effects. If an apprentice, for any reason, denies the Choice, their memories are summarily erased, and they are assigned to the servant Staff—a boring but much safer path in life.

The Trial of the Grasses & The Trial of the Dreams ⚡

At the end of their first year, apprentices undergo the Trial of the Grasses and the Trial of the Dreams to determine who progresses into Year Two. They are served specially made herbal teas and then required to intravenously absorb special virus cultures, mutagenic elixirs, and the alchemical ingredients known as "the Grasses" to modify their physiology. This trial takes about a week to complete, with a dedicated staff taking shifts to stabilize and monitor the affected apprentice. In the past, most participants did not survive beyond the third day. However, survivors would experience sudden madness before falling into a deep stupor, and this later became the norm as the chances of survival dramatically increased due to continued research on alchemy and magic. Successful conversion is marked by glassy eyes, reaching for nearby clothing, loud and hoarse breathing, and the administration of elixirs to induce vomiting. Seizures and cold sweats are normal, necessary to weaken the apprentice's body so their immune system does not reject the mutagens, herbs, and viruses penetrating their bodies. Around the sixth day, the Trial of the Dreams is implemented under the care of school mages who monitor the psychedelic visions induced into the apprentice. By the time the apprentice wakes on the seventh day, the Trial of the Dreams is over, and their eyes have already turned cat-like.

Trial of the Pendulum ⚡

At the end of their second year, the Trial of the Pendulum is performed as a final test to pass for the year. This trial further improves reflexes, speed, footwork, balance, precision, and swordplay by training on the pendulum—a vertical hanging log with spikes along its bottom that swings to the side. The apprentice eventually learns to move along evenly spaced poles as they weave between the log and strike it at the same time.

The Trial of the Medallion ⚡

Later in their training, apprentices undergo the Trial of the Medallion in groups of three. They are brought to the edge of a special training area outside of Burov Mylne, specifically to a Leyline Convergence Point to charge their medallions with its special properties. Apprentices are informed of the point's location and charged with performing the ritual, making it back safely from the monster-infested lands. Upon their return to the keep, they are officially counted among the ranks of the school.

Members ⚡



The original nine founders ⚡

- Aule of Nilgaard (School of the Wolf)
- Bistob (School of the Cat)
- Bridiast (School of the Wolf)
- Chibla (School of the Wolf)
- Curtun (School of the Cat)
- Ecrak (School of the Wolf)
- Eveb (School of the Cat)
- Tadleithast (School of the Cat)
- **Velcal** (School of the Wolf)

First generation (1010 - 1030) ⚡

- Arza var Anahid
- Ceimimand
- Feonzad
- Jazek of Oxenfurt
- Hendrik of Novigrad
- Jasper of Ebbing
- Leonardo of Vizima

- Pietro of Beauclair
- Reynard of Skellige (semi-confirmed case, probably the first Fox Witcheress in the existence of the school)
- Ukok

Second generation (1030 - 1050) ♂

- Ancall
- Bastian of Blaviken
- Fabrizio of Narok
- Gideon of Corvo
- Krianall
- Lirkac
- Matteo de Launfal
- Narce
- Rocco of Dudno
- Vedalt

Third generation (1050 - 1070) ♂

- Alessandro of Thurn
- Cornelis of Cidaris
- Diego of Assengard
- Drivuk
- Dualleoced
- Emilio of Ellander
- Luca of Kerack
- Rico of Redania
- Stefano of Forgeham
- Zelka

Fourth generation (1070 - 1090) ♂

- Basem of Barsa
- Chovod
- Dirk
- Fimualt
- Hendrik Vorster
- Isandro Kriel
- Luciano of Metinna
- Mirco Marais
- Rimaq
- Roberto of Dyffra
- Sariano of Gemmera

Fifth generation (1090 - 1110) ♂

- Ancall
- Agam
- Bwis
- Carn
- Darkec
- Diham
- Gwywar
- Heocec
- Zarbat
- Zas Kyrna

Sixth generation (1110 - 1130) ♂

- Ancis of Liddertal
- Ardeff of Ymlac
- Budred of Ruach
- Crevan

- Gar of Mag Deira
- Gede of Rowan
- Gent Korlal
- Delki
- Uarkan
- Vel of Vicovaro
- Xatcagot

Seventh generation (1130 - 1150) ♂

- Arvid
- Balrick of the Great Sea
- Caelum of Lower Alba
- Drevan
- Clerwa Erte (rumored, probably the second Fox Witcheress in the existence of the school)
- Lars of Magne
- Shikoba
- Zebaak

Eighth generation (1150 - 1170) ♂

- Eldric
- Faelan
- Haron
- Galen
- Gonila (rumored, probably the third Fox Witcheress in the existence of the school)
- Relollid
- Thesaall
- Vrartres aep Maellodh

Ninth generation (1170 - 1190) ♂

- Geastras
- Glial of Melukka
- Neicrubriel
- Ivar of Faroe
- Jorim
- Kaelan
- Lucian

Tenth generation (1190 - 1210) ♂

- Malik of Sadat
- Nael
- Orin
- Perrin
- Natka
- Neskos

Eleventh generation (1210 - 1230) ♂

- Lirkac
- Oca of Toussaint
- Ozul
- Quinlan of Kaedwen
- Roran
- Koren of Basilia
- Tavian

Twelfth generation (1230 - 1250) ♂

- Assed of Caravista
- Duncin of Etolia
- Gick of Tergano

- Urvis
- Visul
- Xouwi
- Zufner of Winneburg

Thirteenth generation (1250 - 1257) (incomplete, due to the attack on the school and subsequent paralysis) ♂

- Biastra
- Mogak
- Vierkuck
- Zyff

Trained and mutated during the reconstruction and resurgence of the school (1300 - 1358) (numbers too small to be considered a generation) ♂

- Heocec
- Thaarac
- Vassidis aep Bryllum

Fourteenth generation / New Generation (1358 - 1378) ♂

- Anacharsis of Zerrikania
- Apon
- Atek
- Codrus
- Don
- Erwan of Nilgaard
- Llervla aep Bedoll
- Linne aep Munagh
- Nellesi (first Fox Witcheress mutated thanks to Nasira's advances)
- Thaikric

Alchemy and Bomb-making Instructors ♂

- Parrilt Neuwald
- Koild Neuwald

Archery and Crossbowmanship Instructors ♂

- Didwa Rothittie Thulen of Dol Blathanna
- Draifa Niffasheenn Didiemen of the City of Golden Towers
- Phernirr Lotis Lasiogla of Dol Blathanna

Blacksmiths ♂

- Beril Ammerburg
- Buzralt 'Buzz' Gutenhaus
- Eomna Draggald
- Rhocard Dralral
- Rhulrialran 'Rhul' Vauglas
- Shracra Brihlbaggs
- Tarelt Grunholdt
- Zovoran Honigsberg

Fencing instructors ♂

- Alexandre Nengenval
- Birrex of Poviss
- Drakesior aep Llwuch

Hunting and tracking instructors ♂

- Datla of Lod

- Farna
- Granselm of Hoshberg

Mages

- **Arrah of Verden:** An Aretuzan trained sorceress that was originally a court mage for the Kingdom of Verden, she moved along with her older sister Eishe and brother Adalwulf during 1300 to join the school.
- Davilcira Brickagra
- **Eishe of Vicovaro:** A Gweison Haul trained sorceress that was originally a court mage for the Nilfgaardian Duchy of Vicovaro, she moved along with her younger sister Arrah and twin brother Adalwulf during 1300 to join the school.
- **Fophra Brickevreg:** A former apprentice of Eishe, was offered a mage apprenticeship at a school and continued to train under her former teacher. She stayed until the elves left The World, at which point she joined them.
- Marvos of Verden: A Ban Ard trained sorcerer that was in a relationship with Arrah of Verden, he moved to be with her when her newfound family relocated.
- Mevre of Kovir
- Kind aep Lwudhigh

Incorporated from extinct witcher schools

- Adalwulf of Aedirn (School of the Wolf) (1300)
- Aiclar (School of the Raven) (at some point in the early 14th century)
- Berhanu (School of the Rhino) (at some point in the early 14th century)
- Caldigi (School of the Cat) (at some point after 1269)
- Emil of Cintra (School of the Hawk) (at some point in the mid-14th century)
- Noken of Lyria (School of the Leshen) (at some point after 1170)
- Zanock (School of the Rhino) (at some point in the early 14th century)

Incorporated from other surviving or reconstructed schools

- Cormac (School of the Bear) (at some point in the early 14th century)
- Jalast (School of the Griffin) (at some point in the early 14th century)

Other personnel

- Dune Ertulahm
- Guldwick
- Gute
- Lerthes
- Mazamac (temporary)
- Rurda
- Sorra
- Vancaged
- Vigor Oldbrand

Affiliated

- **Aine aep Avuffu** (Grandmaster Adalwulf of Aedirn's personal assistant and lover, bard for the school)
- **Putnam Pitch** (substitute fencing instructor)

Trivia

- The school idea, back in 2019, was inspired by the OC created by BriarFox13, Reynard of Skellige. It is because of this, that to pay homage to her, Reynard of Skellige was included among the members. You can support the artist [here](#).

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